

ELI "ONIC ARTS"



WORLD

Immortal

Unleash the Power

SEGA GENESIS ARTISTS' BIO: A Deranged Arrangement



Photo by Michael Colquhoun

Kevin McGrath (second from left) is the programmer responsible for this version of *The Immortal* on the Sega Genesis, a fact that he feels exceeds his earlier triumph with the hit game *Populous*. Kevin grew up in places like Minnetonka, Minnesota, Oregon, and California, and now he lives here at Electronic Arts in San Mateo.

Gary Martin, Coase Brist, and Tom Collier (pictured left to right) are the graphic designers credited for the jump-out-of-your-seat action and the gory deaths in *The Immortal*. All three reside in padded cubicles at the Electronic Arts State Mental Facility (aka the Fun Factory) and despite warnings from their group therapists continue to create. Please join us in wishing them a speedy recovery.

SANDCASTLE BIOGRAPHY



Will Harvey started writing computer games in high school. After getting the job Movie Construction Job, Will founded Sandcastle, which produced "Zany Golf" and now the "Immortal" - Will is working on writing the first interactive film. "It's more like a movie on Discworld," he explains cryptically. Will is a Ph.D. student in Artificial Intelligence at Stanford University.



Ian Gooding, a native of Jamaica, studied character animation at Cal Arts. Last year he collaborated with Will on the construction and graphics of the structure gold game "Zany Golf". Ian's unparallelled attention to detail comes through in all his work. From the bounding hamburger logo on Zany Golf to the amazing view in "The Immortal". Now Ian is working on another Game of Glory...



Michael Marzerial was trained at Cal Arts as film graphics. After her school years, Michael applied her talents to jobs from sign painting to film-making. One year ago she joined Sandcastle to work on "The Immortal". Michael is responsible for the rich and realistic rendering of the graphics.



Brett G. Everett has been programming computers since high school. He quickly got involved in designing and programming computer games. Brett joined Sandcastle nine months ago to be creator of "The Immortal" and "Zany Golf".



CARE OF YOUR GAME

- Always turn the power off before inserting or removing the game cartridge
- Do not touch the terminal connectors or get them wet
- Protect your cart from extreme temperature conditions
- Do not let your game cartridge rust, hit it, or drop it
- Do not clean the game cartridge with alcohol, thinner, benzene or other solvents

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
STILL PICTURES OR IMAGES MAY CAUSE PERMANENT PICTURE-TUBE DAMAGE OR MARK THE PROSPERITY OF THE CRT. AVOID REPEATED OR EXTENDED USE OF VIDEO GAMES ON LARGE-SCREEN PROJECTION TELEVISIONS.





GETTING STARTED

1. Flip the power switch on your Sega Genesis to OFF. Never insert or remove a game cartridge when the power is on.
2. Make sure a controller is plugged into the port labeled Control 1 on the console.
3. Insert the game cartridge into the slot on the Genesis. Press firmly to lock the cartridge in place.
4. Slide the power switch to ON. The Electronic Arts logo appears followed by credits and title screen. If you don't see the screens, begin again at step 1.
5. To get to the Star Gladiator™, press any button.

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THE ARCHING SUN HEATS THE SACRED PLAIN AS YOU FOLLOW THE HOSNOTTER ROAD DOWN TO THE VALLEY FLOOR. THE REACHED BLIND ORIENTAL COLUMNED TEMPLES AND TOWERING CITADELS RISE FROM THE GRASSY PLAIN LIKE THE TOWERS OF SOME ANCIENT EMPIRE. MIGHTY THIS WAS THE CITY OF ANCIENT DRAGON, DESTROYED BY DRAGONS 1000 YEARS AGO. ADOBANTS MORE OFTEN OF THE CITY.

ADOBANTS YOUR TEACHERS IN THE ARTS OF WEAPONS. BUREAU HE RATED THE DRAGON MOUNTAIN OF ITSELF BURIED BENEATH THE RAINS OF ANCIENT DRAGON. FORTUNATELY IS WOULD YOU WILL, ONCE AGAIN COME BACK TO FACE WITH YOUR LONG HOT MARCH.



How to Begin Your Quest

Select **TGS** and **Level 1** to Start the First Level

Starting where you left off

There are many levels in the dungeons. Every time you complete a level, you'll get a string of numbers and letters called a certificate. You can enter a certificate to start where you left off. See page 115 under *Restarting a Level* for more information.

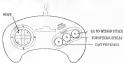


REMEMBER! Always write down your certificate!



Using Your Controller

Basic Functions



In the Wizard's Pack



Combat

To Attack: move the D-Pad right and left, or press the A button to jab

To Dodge: hold down the C button and move the D-Pad right and left.



To fight effectively dodge early, and then attack. Develop a rhythmic fighting style: swinging one direction, and then pressing the D-pad the other direction before the first swing is complete to start up the next swing quickly.



The Action Engine Immediately!



Vitality

Vitality shows your current health and strength. You lose vitality whenever monsters hit you during combat. When vitality runs out, the wizard dies.

You have three chances to get through each level, except on the last level.

In each level of the dungeon except the last one, you have three chances to complete the level. If the wizard dies three times, you have to start over at the beginning of the level. On the last level, you have only one chance, and if you die you must start over at the beginning.



Getting Fireballs



The labyrinth is home to many bloodthirsty creatures. Protect yourself by casting fireballs. To cast one, select Fireballs in your pack and then press **A** when you return to the dungeon.

Looking Through Your Wizard's Pack



You always have a Wizard's Pack to carry important items. To look at the items in your Wizard's Pack, press **C**.



You can see up to five items at a time, but you can carry more. To see other items, D-Pad **DOWN** and **RIGHT** to select **OTHER** and press any button.

Pick Up Items From the Overhead

Some items can harm you, but usually only if you use them at the wrong time or in the wrong place. Always search rooms thoroughly and don't leave any items behind!

Learn to Use Your New Wizard's Pick

To use an item, D-Pad the gold triangle to an item you want to use, then press **C**. Most items can only be used once, but they're gone — so be careful when you use them!

To exit your pick without selecting anything, position the cursor over your gold and press **C**. Don't worry — you can't drop your gold!

IMPORTANT! Don't Drop Items You'll Need Later!

Sometimes you need to set certain items down to use them. For example, your map can crumble parts by setting them on the ground (but not in oil). If you set an item down in the wrong place, make sure you pick it back up before you leave!



Pausing the Game

If you need to pause the game, press **C** to bring up your Wizard's Pack. When you're ready to go back to the screen, press **C**. You can't pause the game during combat!

Items of Pit-Trap!



If you fall in:

Don't panic when the floor unexpectedly vanishes beneath your feet. There's always a slim chance of getting out. To get out of a pit trap, hang for a second, then **B-Pad UP** three times to swing forward. Don't fall to your doom!



swing-out!



Climbing Up and Down Ladders




Approach openings from the side.

To get up or down a ladder, just move the wizard up to it — he'll automatically climb or descend. Be careful going down ladders! Move the wizard only to the side of the opening with the ladder on it, or he'll fall.

Keep on the Street





Flies of steel provide comfort. No SAFE place to rest. To sleep, move onto the steel and just stand there. At a moment, you'll be down and in to sleep. **PAY CLOSE ATTENTION TO YOUR DREAMS.**

Using a Certificate

Whenever you complete a level, you get a certificate. **WRITE DOWN YOUR CERTIFICATES AND KEEP THEM IN A SAFE PLACE.** If you quit playing, you'll need the certificate later so you can start on the level in which you left off.



After you write down the password, just press **START** to continue to the next level.

Only Careful Items Go With You to the Next Level!
Some items only work on a particular level. Before you proceed to the next level, the magic of the labyrinth will remove any items you don't need from your Wizard's Pack.



Restarting a Level

SELECT YOUR NEW
DEVICE FROM THE
MENU BY CONTINUING
UNTIL YOU HEAR TTT



USE ACTION TO SELECT
THE CHOSEN LEVEL AND
GO TO THE OTHER
MENU. HOLD DOWN A
KEY UNTIL YOU



Restarting the Level You're Currently On

To restart the level, just press **START** when you're asked for a certificate. There's no need to type anything.

Restarting Another Level

To restart a different level, enter your certificate. D-Pad **UP** or **DOWN** to select a letter or number. D-Pad **RIGHT** to enter a letter. **LEFT** to delete it.

Once you've correctly entered your certificate, press **START** to begin playing.



COMBAT

- When a monster attacks, you must fight until one of you wins. Reduce the monster's **Vitality** to zero or you'll lose a life!



How to Attack

Tab





Frontal slash



Backward slash



HOLD DOWN & FORWARD



HOLD DOWN & FORWARD

Play your attack!

Never use just one kind of attack. Use combinations — job, backward slash, job, forward slash — and drive the creature of the dungeon.



How to Duck

You can duck your opponent's blows. The trick is to lean away from the monster's swing so you don't take damage.

Duck Right



HOLD DOWN
& TILT RIGHT

PRESS & TILT
RIGHT

Duck Left



HOLD DOWN
& TILT LEFT

PRESS & TILT
LEFT



Duck in Time (Not Your Opponent)

The more your opponent's events hit you, the faster he gets tired and the more his Fatigue goes up. But ducking doesn't stop you out. A good strategy is to duck your opponent's events and let his fatigue rise. Wait until he's tired before you attack.

Fatigue Slows Down Your Attacks!

As your Fatigue goes up, you slow down. It takes you longer to swing when you're tired. If getting your opponent tired allows for hit you (swinging just attacking) makes your fatigue go down.

NOW YOU'RE READY TO START THE GAME!

Get the Next Section, *Journey Through Level 1*, Guide You

On the next page you'll find the *Journey Through Level 1*, a step-by-step guide through the first level of the labyrinth. Read the guide to get into the game quickly, then use your wits to finish the adventure.

00

Complete the Adventure on Your Own!

You can explore Level 1 without reading further. However, here are some general hints that might improve your game.



- Explore every room thoroughly.
- Pick up every object you see.

The Codes of the Sergeant

In the back of this manual you'll find the Codes of the Sergeant, a notebook left behind by your best teacher. Manderin. Look through the Codes when you need hints to help you solve a mystery.

Journey Through Level 1



You've just entered the labyrinth. You're standing in the antechamber of the first level. You see a skull and a candle. Go explore...

Approach the Skull and Candle



An image of Mandrake appears and speaks to you. What is Durric? Maybe Mandrake will state lies in the Colic of the Scepter (the next section in this tutorial).



Read Every Message You receive several messages like this that give you important clues that help you solve the mysteries of The Immortal. It's important that you read every message that appears. Press **C** to speed up the text.

Go Through the Door

To go through the door, just move up to it. You automatically open the door and pass through.

Not All Doors Are Unlocked

This door is unlocked, but other doors in the game will be locked. If a door is locked, a message appears telling you whether you have the key or not. Sometimes you'll have to find a certain key before you can open a door. If you do have the key, the door will open automatically without your having to specifically use the key.



A POSITION
MARKER

A BUSH
OBJECT

A LIGHT



Search the Bush Object

A slain fighter is lying in the lower right part of the room. Go over and see what useful items he may have dropped.



Search the fighter's body for possessions.
D-Pad **RIGHT** to highlight YES then press **ENTER**

Always Search for Items
You can search for items just by moving the cursor to the area you want to search. If there is anything of interest in the area, a message appears telling you what it is.



Take Dunder's ring and a fireball spell from the fighter's hand. D-Pad **RIGHT** or **RIGHT** twice, then press **E**.

Help Out a Fellow Human

There is a scuffle going on in the left part of the room. A goblin is attacking a human. Go help him.



The goblin attacks!

Remember How to Fight?

To block: D-Pad **RIGHT** or **LEFT** and press **E**.

To jab: press **A**.

To slash: D-Pad **RIGHT** or **LEFT**.



Talk to the Warrior




To talk to the warrior, just move up to him. He'll give you a key that opens the chest nearby.

Reading the First Scroll Faster

If you want to make the text scroll faster, hold down **C**, but don't do this the first time you read a scroll!

Open the Chest





Go to the chest in the middle of the room. The warrior gives you a key so you'll have no problem with the lock. Open the chest and take all the items in it.

Exit Through the Upstairs



Fight the Goblin



The goblin is guarding some treasure and won't attack unless you come too close. You need the items on his person, so approach and get him to attack.



Search the Coffin

You'll find a key and a note on the guard's body warning you about shades. First, the note and take the key. There's also a pile of gold just behind him.

Follow the Poison Arrow



There's a side path through part of this room. The last stretch takes some careful dodging!

There Are Pit Traps in This Room!



Move along the upper left wall then down the left side to get to the other side.

Remember How to Get Out of a PIT Trap?

Don't panic! Hang for a moment, then D-Pad UP three times (to swing forward), and then up and out.

Pit Traps and Shaders in the Next Room!

The pit traps are the least of your problems in this dark room. There are invisible shades that prey on shadows. What you need now is some light so you can see the shades.

Use a Fireball to light the torch.



Turn right and shoot a Gaxball at the angled corner wall to light the torches.

Now you can see the shadows of the shadows. Stay dead! They're deadly!

Pick Up the Charm and Amulet

Walk along the upper wall and pick up the charm. Follow the wall to the left side of the room and pick up the Amulet. Pick it up then make your escape through the lower door. Remember there are pit traps!

Hold the Amulet Up to the Light

Sleep on the stone, then walk to the small beam of sunlight peaking through the dangerous wall. Once every 1000 years, the beam of light falls on the jewel set in the stone floor, triggering a trap door that leads to the lower levels. Right now you'd have to wait 377 years for the light to activate the trap door.



Fortunately you have something to reflect the light onto the jewel triggering the door open!



Move the sword to the beam of light.



Press **C** to bring up your inventory and select the sword!



Select **F10**



Don't Read the Rates!

Reading the Rates is NOT a good idea. You'll find out why if you ever do...

Go Down the ladder



Now climb down the ladder into Level two!

Good Luck!

You're on your own now. MORRONS.GAMTS.COM



- ROOM 1:** Get items from dead fighter's body
- ROOM 2:** Help out the warrior. Defeat the goblins. Then talk to him. Get items and treasure from the chest.
- ROOM 3:** Slay the goblin and search for valuables
- ROOM 4:** Avoid poison arrow traps!
- ROOM 5:** Don't fall into a pit trap
- ROOM 6:** Light the torch with a fireball. Pick up the chest and the scroll, but keep away from pit traps and shades!
- ROOM 7:** Hold the scroll up to the light. But don't read the Ruins!



The Codex of the Serpent

Level 1



I UNDERSTAND, WIZARD OF THE DRAGON KEEP. WHOSE THESE
NOTES TO EXPLAIN THE MYSTERIES OF THIS MASS SABBATH?
TODAY I GO NORTH TO EXPLORE THE HAZARDOUS LAKE I HOPE
WITS ARE BORN ENOUGH TO ESCAPE HER CLIMBING AGAIN. THIS I
LEAVE THEM. WOULD YOU ANY WHO COME AFTER ME, MAY THEY
KEEP YOU FROM AN UNLAMELY END IN THIS FOREBODEN PLACE!



**DONALD — AN AUTHOR STUDENT IN THE ART OF WEIGHT —
HE IS IN THE NET TO COME LOOKING FOR HIS CITY-OF-TEEN
ACCOMPANIED BY (SIC) A. BOSTON.**



BY BOB AN SHERIDAN AND HOLMWOOD



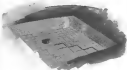


UPPER LEVELS—A TYPE OF PLANAR CREATURE IS KNOWN AS GOBLIN HOSTILE TO STRANGERS BUT NEAR TO FORTS OR BARRONS INTO WHICH SOME INCIDENTALLY WITH THEM.

THEY ARE IN THE DARK, THEY KING I-CRASH THE WISE THE GOBLIN ARE CURRENTLY AT WAR WITH A LARGE HOSTILE AND FORTS ARE TYPE OF CREATURES KNOWN AS THOU. BOTH BEING DELIBERATELY NOT CONTROL OVER THE UPPER LEVELS OF THE DUNGEON. PERHAPS A SHOW OF FORCE WOULD COMBINE ONE OF THEM THAT WIZARDS MAKE BETTER FRIENDS THAN ENEMIES.



A SILENT BASH BANG THE FISSURE. SCOTCH THE FINE FIBRE. I HUNG
THE TIEP



DANGER AT THE DOOR!

IN THE BALL ROOM, THAT FELLOWS ARE SILENTLY OBSERVED
MOVING TO THE DOOR. ONLY THEIR SHADOWS CAN BE SEEN IN
THE LIGHT. KEEP A TONGUE BIT AND WATCH THEIR MOVEMENTS.

OBVIOUSLY THEY MOVE QUICKLY
WALK QUIETLY. THERE ARE FEET STAMP IN THIS ROOM, AS WELL.



EDGE OF THE SUN
DIP IN BRANDY DRAGON'S LAIR
ONCE IN ONE MILLENNIUM
THE WORLD OPENS TO THE STARS
WHEN A SINGLE GEN GREETS THE SUN
ABOAHNIA TRIP TO EVERY THOUSAND YEARS BY LIGHT
SOMETHING IS HERE



LEVEL 2



UPON TWO DAYS OF INTERCOMBAT AMONG THE LOSTEN LORDS
BEYOND THE MOUNTAIN BUT THROUGH HIS POINT WAS A GREAT
WOUND DRAWN FROM THE REAR EDGE OF THE SHADOWY LORD'S
BLADE. ASHLEAF FLE OVER THE HIGH MOUNTAINS TO THE
BURIED CITY OF LENOCH (WHERE HE ENTERED THE LAZYBENTIN
IN SEARCH OF THE FALLEN KNIGHT, ONE BY MANY FEELS ONLY
THE DEEPEST MOURN)

DEEP IN THE GREAT COYONS OF THE FORGOTTEN LAZYBENTIN
THE LOSTEN LORDS SEARCHED DESPERATELY FOR THE MOUNTAIN
SLAYING THE EYE MAN (WHICH THEY SWELL IN THAT DARK PLACE
WITH BLOODS) A THROAT OF STRENGTH BUT ON THE SECOND
DAY FOUR KING CHILDREN CAUGHT ASHLEAF ON GUARD AND
SENTED THE BLADE FROM HIS BODY TO THE DAY HIS BONES
AND WOUND-LAY THEM STILL.



LEGIONS HAVE TOLD HER WARRIORS HUNG ATTACKED BY HELL OF THE WOOD. I BELIEVED SUCH STORIES WERE THE PRODUCTS OF CHILDISH IMAGINATIONS. BUT NOW I HAVE BEEN THERE SPARKING DARK ANGELS OF DEATH WITH MY OWN EYES. I KNOW LITTLE OF THEIR NATURE. ARE THEY INTELLIGENT? PERHAPS THEY ARE MINDLESS, BLOOD-THIRSTY SPIRITS OF SOME SORT OR MARCHES CARRIERS OF THE SUPERNATURAL. IN ANY CASE, THEY ARE EXTREMELY DANGEROUS — THEY DESPISE THE LIVING AND ENGULF BEYOND ANYONE'S REACH.

PERHAPS I CAN OFFER A STRAY A GlimpSE INTO THEIR DARK AND CONTROL.



SPONS: THE GOSLINS SOMETIMES USE THEM AS A KIND-OF WEAPON WHEN FLAUNTED IN SOFT PAST. THESE SPONS PRODUCE AEROSOLS THAT GLOW FORWARD NIGHT IN A MATTER OF SECONDS. THE PUP-GROWN AEROSOLS IMMEDIATELY FIRE MORE SPONS IN A 30-FOOT RADIUS. THE SPONS ARE MADE BY HUMANS, GOSLINS, AND TIGER. THE GOSLINS TYPICALLY CARRY THEM IN BAGS TO PROTECT THEMSELVES. THEY CAN BE RECOVERED BY THEIR STRONG-BUILDING MATE.

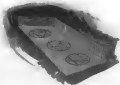


THOUSANDS YEARS CONCENTRATED TOWARDS IT, TOWARDS THE HEAVENS AND THE WAYS OF WISDOMY PROTECTED THE KNOWLEDGE OF THE SPIRITS. THE CITY OF LONDON HAD BEEN BUILT UPON THE ASHES OF LONDON. I RECALL WAS A DWARF BY THE NAME OF LINN. HIS EYES MORE ANCHORED ANYTHING AS BORN AS A SIMPLE DOLL AND BY LINN'S RESEARCHER BOONED THE UNUSUAL — FIRST I CALLED SOME SORT OF EIGHT INCH AROUND AN OBJECT...

LINN PROMPTLY WOULD BEYOND THE WELDON OF LONDON BUT WHEN THE DRAGON CAME OVER 1000 YEARS AGO HIS HOUSE WAS DESTROYED AND HIS FAMILY TRAPPED IN THE FLAMES. LINN WENT CLUE AND AFTER BEING THE FIRST TO REVEAL HIS DEATH AND HE CURED THE WIDOW WHO UNLACED THE DRAGON'S WEATH. HE HONOR TO BE ON THE LAST WITH BORN. IS THAT HIGH WOULD NO LONGER BE THE WIFE...



THE BEST OF
COMPLAINTS CAN
BE THROWN TO WIND
AND TRIMMED AND
FOOL YOUR FRIENDS



THE SAME PART IS DISPLAYED IN THE HOUSE. GREAT THINGS
KIND OF THE COSTS. KNOWS THE COMBINATION. ONE MUST
DEBAT HOW NOTING HAS. PLEASE





LEVEL 3



ONLY THE BRILLIANT LIGHT OF AN ANCHYLOSAURUS COULD PIERCE THE DARK AND FROM THIS DEEP CHASM, THE CRACKS CANNOT BE CLOSED BY ROPE — THE TRICK WHICH SPRANG FROM THE DRAGON'S LAIR MADE IT TOO BARRICADA. THE ONLY WAY ACROSS IS A MAGIC GATE — A TERRIBLE ANCHYLOSAURUS — IN ROOM (IN ONE OF THE ROOMS BELOW THE SHAFT OF LIGHT ON THE OTHER SIDE IS WHERE THE MAGIC GATE LEADS)





TROLLS THE SHYDRAK AS THEY CALL THEMSELVES BUT MUCH OF THE LOWER LEVELS FOR THE MOST PART THEY ARE STUPID AND QUOTE UNQUOTE — SOMETHING TO TAKE ADVANTAGE OF





A TROLL WILL THROW HIS BATTLE KNIFE ONLY WHEN HE WANTS TO CHALLENGE ANOTHER TROLL TO A DUEL. IT'S GOOD TO THROW THE KNIFE IN A ROOM WITH TWO TROLLS.



PROTONS, A GOD OF THE SEA, WAS A MANTA THAT HUNGERS WHO COULD TRAVEL DISGUISED AS FISH AND WILD BOATS. THE KING WAS WORSHIPED BY PEOPLE WHEN THE MANTA WAS YOUNG. IT ALLOWS THE MANTA TO FEED ON THE FISH OF A COASTLINE. HEAR!! THE MANTA MUST KEEP HIS DISTANCE FROM OTHERS. OR THE KINGDOM WILL BE DESTROYED — AND YOU'LL ALSO TOO HAVE TO BELIEVE IT! CHANGE!





TROLL HOME ONE WHEN OF THESE DEVILS AND TROLLS ARE
ENLIGHTENED



RED CANDLE BURN TEST IN PURPLE LIGHT





LEVEL 4



WHEN BORN, INTERFERED WITH THE KING'S BATTLE AGAINST
THE GOBLES. THEY SEIZED HIS CRIBBLES, ARM, AND
DRAGGED HER INTO THE LAIRBENTS. AS THE MOTHERS SOME OF
HIS FATHERS SILENCE IN HORROR SHE HAD NO TROUBLE FINDING
THE TRICKS—BUT ON HER WAY OUT SHE LOST A SPECIAL KING
GIVEN TO HIS BY HIS FATHERS

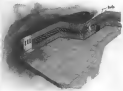


SOME THINGS ARE NEVER WORN ON THE BODY





LEVEL 5



MANY FACE GET SOME MEN CAN PASS THROUGH A CORNER IN THE WALL. A MERCHANT MIGHT TELL YOU THE ANSWER...



THE FYREN TRANSFORMS AND CONSUMES YOU AT THE SAME TIME YOU WANT FROM ITS POWERS TO FEEL YOU, BUT YOU MUSTING WATER AND DRINK IT SOON AFTERWARD OR YOU'LL NEVER LIVE PAST THE HOUR.



FROM ABOVE, THE
HIGHER ITS FYREN THE
GREATER THE DANGER



THE HEIGHT OF ONE OFS THE WAY HIT DOWN 1008 AND A
MUSIC LEARN COULD HOLD THE CODE



LEVEL 6



WHEN THE BOARD OF THE BLADE POWER HAVE MADE
THE MOST VANDALISM WITH ALL FOUR BOARDS ON THE
GROUND

NOW IS NOT THE TIME TO MAKE LEVELS



LEVEL 7



THE COBBLER CLAMTS THE WATER AS MUCH AS HE CAN, BUT A TRACHERHEAD WATER CREATURE GUARDS THE WAY IF THE MONSTER WERE DISTRACTED LONG ENOUGH THE COBBLER COULD OPEN THE SLUCE AND WASH IT AWAY INTO THE DEEP UNSOUGHTED SEA. ONLY A MERCHANT WORTH AS SAILING, TRYING A CHANCE ON DISTRACTING THE MONSTER AND MAKING HIS ESCAPE.

THIS IS THE FINAL STEP BEFORE ENTERING THE DRAGON'S LAIR. DO WHATEVER YOU MUST TO HELP THE COBBLER OPEN THE WAY. YOUR JOURNEY IS ALMOST COMPLETE — IT FORTUNE WINKS AS YOU WILL STAND TOGETHER AGAINST THE DRAGON.



CREDITS

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Customer Warranty

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